## Department of Criminal Justice Services 2005 Private Security Services Conference Firearms Competition

The 2005 PSS Conference Firearms Competition will be hosted by the Criminal Justice & Security Institute of Virginia at their facility located at:

## 520 Industrial Park Drive Newport News, Virginia 23608

The competition will be held from 3:00pm to 5:00pm. D & D Security will provide trophies. Transportation from the Williamsburg Marriott will be provided for those who do not wish to drive. The van will leave the hotel at 2:30pm sharp. If you chose, you may drive directly to the facility.

There will be a handgun (50 rounds) and shotgun (5 rounds) course of fire. You may provide you own firearms and ammunition. The hosting school has every caliber of handgun or shotguns available for rent should you not own a firearm or not want to transport your own. Only factory-loaded ammunition may be used, home loads and hot loads are strictly prohibited. The hosting school will have ammunition for sale to those who need purchase it at the site.

Eye and ear protection equipment will be available or you may bring your personal eye and ear protection if you wish. The hosting school will provide targets and firearm instructors.

Courses of Fire

Handgun:

Stage 1: 5 yards Two (2) B034 or TT-1 targets on each carriage

Draw and fire 2 rounds at each target, strong had supported, 6 second time limit. Do this 5 times for a total of 20 rounds.

Kneeling position draw and fire 3 rounds into each target, 8 second time limit.

Stage 2: 10 yards Two (2) B-34 or TT-1 targets on each carriage

Draw and fire 6 rounds into right target, reload and fire 6 rounds into left target standing strong hand supported, 10 second time limit. Do this 2 times for a total of 24 rounds.

Shotgun:

Stage 1 15 yards One B-27 or TT2 target on each carriage.

Standing position: Load and fire 3 rounds, 8 second time limit.

Stage 2 15 yards One B-27 or TT2 target on each carriage

Kneeling Position: Load and fire 2 rounds, 8 second time limit.